

Hoosier Archives is a Diplomacy gazette published by Walter Buchanan, R. R. #3, Lebanon, Indiana 46052, telephone (317) 482-2824; Archives Director, Postal Diplomacy Congress, and V-P/Treas., International Diplomacy Association. It is devoted to articles on good play, rating systems, demonstration games such as the Multiple Winners Invitational (1972CR) now in progress and game news. Information from my Diplomacy archives is vital for all this and is available to the public as well. Although the archives is virtually complete in at least xerox form, missing undamaged originals are solicited, either for purchase or a loan to permit xeroxing (see the last archives listing in Hoosier Archives). Many original spares are now available from the archives; more are solicited so as to make them available to others. A subscription to Hoosier Archives is 10/\$2.00 or 26/\$5.00; back issues are 25¢ apiece (10% discount for all available). Ask for #101 to get a list of all articles as of then. This is Albatross Press publication #120.

MULTIPLE WINNERS INVITATIONAL (1972CR)  
(Average Aces Trophy Game)  
Spring 1907

PROSNITZ'S ARMY IN MUNICH WIPED OUT!

The scales are tipped to one side;  
Can Italy stop the Russian tide?  
The poor French still fight  
Against allied might;  
Where can the French Lord try to hide?

FRANCE: A Bre S A Par, A Par S A Bre, F Mid-Gas  
(Birsan)

GERMANY: F Nth-Eng, A Hol-Kie, A Mun-Ber /a/, A Bur-Gas, A Ruh-Bur, A Pic S  
(Prosnitz) A Ruh-Bur

ITALY: A Spa-Gas, A Mar-Bur, A Pie-Mar, A Tyr-Mun, A Ven-Tyr, A Tri S A Ven-  
(Beyerlein) Tyr, F Lye-Spa(sc), F Wes-Mid, F Tyr-Wes, F Ion-Tun, F Aeg-Gre

RUSSIA: F Nat-Nwg, F Edi-Nth, F Lon S F Edi-Nth, A Liv-Yor, F Swe-Den,  
(Ver Ploeg) F StP(sc)-Bot, A Mos-StP, A Pru-Ber, A War-Sil, A Boh S Italian A Tyr-  
Mun, A Ukr-Gal, A Bud H, A Ank-Sev, F Bla C A Ank-Sev

Fall 1907 Orders are due not later than noon (9:00 A.M. for phone calls) on Saturday, 24 March 1973. Conditional builds and/or retreats are urged at this time.

NEW GAME!

Since the Average Aces Game will probably be over before too many more game years, it is probably time to start thinking about a new game. This game will continue in the past tradition of trying to form a demonstration game of the best players in the hobby. This time I would like to include some of the best newer players, too. To compensate for the fact that these players haven't won as many games, this game will be on an invitational basis without saying that to qualify one must have won so many games or place so high on a given rating system or poll. Nevertheless, the idea is to assemble the best field possible while still giving the newer players a chance. Therefore, any of you out there that think you might qualify, please let me know of your interest and qualifications. The game fee will be \$10.00 but it will not be asked for until you get a confirmed invitation to play. And of course the sooner you write, the better chance you will have of obtaining a position.

(IDA now has 110 members. Join today and be part of the action!)

ANALYSIS (Fall 1906): Rick Brooks (R. R. #1, Box 167, Fremont, Indiana 46737; comments are invited.)

The game seems to have jelled. Italy and Russia look to be disengaging while France appears to have decided to cut the game short by helping Russia get Germany. Italy has pulled off a sensational convoy. Very pretty, but he tied up several units. Taking Spain with IF Gulf of Lyon would put two fleets on the Mid-Atlantic. Italy may well be settling for second...or playing things cautiously until Russia disengages in the east.

Simple math shows that Russia could win it this year. Without help and some luck, he won't. Without Italian help, Russia could be held out of both Berlin and Denmark. Munich is the key here. GA Munich to Berlin in the spring and GA Kiel (S) GA Munich to Berlin with GA Ruhr (S) GA Burgundy to Munich could hold out Russia. RA Bohemia (S) IA Tyrolia to Munich could be a good investment. Then either Munich or Berlin would fall. RF London (S) RF Edinburgh to North Sea and RF North Atlantic to Norwegian would dislodge GF North Sea. Russia will probably leave Norway unguarded. RF St. Petersburg (so) will be in position to hit Kiel after a year. RA Moscow to St. Petersburg in the spring would allow Russia to retake Norway if it were lost. Another flaw in taking Norway would be that Kiel would be unable to block out the two Russian fleets from Denmark unless GF Norway cut the right support. Berlin would be lost if Denmark weren't. So GF North Sea will probably block Denmark, then retreat to Helgoland Bight.

But a lot depends on what Germany can get from Italy. Just benign neglect would be a great help. The neutrality of IA Tyrolia would allow Germany to block Berlin while moving GA Ruhr to Kiel and GA Picardy to Belgium. Otherwise GA Ruhr (S) GA Burgundy to Munich would mean GA Holland to Kiel and GF North Sea retreats to Holland. Not only would Denmark be conceded to the two Russian fleets but Helgoland Bight would also be open for a Russian fleet to move into.

France has moved to block Germany at the cost of giving up Spain to Italy. Removal of FF Mid-Atlantic instead of FA Gascony would have put 3 armies to block Germany, but would have conceded Portugal to Italy.

Russia can put it all away this year with the breaks. It will take a successful doublecross of Italy. Serbia, Bulgaria and Constantinople are easily in reach of Russian units while Greece, although it can be reached by RA Budapest by fall, can be blocked by IF Ionian even if IF Aegean moves up to the Ionian. Italy would have to move out of Trieste or Tyrolia or Vienna could fall to Italy. Russia would need one German center. Italy would undoubtedly react by helping Germany. It would be a matter of out-guessing the support of GA Kiel for Russia.

Italy's best chance seems to be to keep an eye out for a Russian doublecross and leave Germany alone to slow the Russian advance. But all Russia needs are Berlin, Kiel, Denmark and Holland to win while Italy must get eight centers before Russia gets four. With France apparently helping Russia, the task looks impossible.

#### ACEINGS! Spring 1907

PARIS (nasrib press) (? May 1907): With defeated German armies fleeing towards the Rhine, the Sea Lord has returned to the capital of his soul and the focus of his heart. With little fanfare his small barge pulls into its place at the Royal Docks. No crowd awaits his return, no mass of cheers rises to greet his return from a thousand encounters with death.

The images of a war-blasted past hover about his eyelids with the memories of battles on the seas and the land. They fog the reality about him and force him to stumble across the docks in a mechanical motion devoid of interest in the surrounding doom. Each footstep sounds upon the dock with the ring of a hollowed future as the rippling waves of the Seine shiver at the fate he has made.

Yet, atop a small swell in the otherwise docile river, a small figure of a woman, dressed in black with blood-red highlights about its edges, watches the dazed Sea Lord approach land for the first time in years. Tears cascading down her immortal cheeks, she casts aside this time and disappears from the horizon, leaving only a faint glow

about the waters she read.

Dragging his ever-dying spirit towards the origin of the dock, the Sea Lord catches the fainting flow of love passing by. His feet catch upon the futility of the times and he stumbles for the last moment into the ever-long sleep of the past.

ST. PETERSBURG (4 March 1907): The Rise of the Erektion of Von Flog, Episode VI: Another danger approached from the West, and young Notnerb took his vorpal platypus on leash, and stood him off a while. "Lo, behold, and I'll be damned," muttered Glomphf, the friendly little critter. "The Frenchies have unloaded that most horrible of horror weapons--pretentious literature!" Notnerb was so shocked, and Glomphf so stoned, that nobody even had time to pass out Nobel Prizes. It wasn't, as a matter of fact, the best season in the world, what with Wishful William chiming in with assorted other fantasiee, clearly unsupported by history. Naturally, an additional fragment of a fragmented memory is of no note to the Great Platypus himself, who has other things to debauch himself about. The latest happenstance, and one which shook even the normally downfallen and decadent palace grounds, was the appearance of Madame Edythe on the grounds, clad in a rubber suit from Fredericks of Hollywood, and offering her rather depleted body in exchange for life.

This newest attack of the French war machine nearly overwhelmed the palace guard, who recovered only through the extensive application of Alka Selzter. Her bad pits, having hiked across Europe, would have done in all Russia and won a victory but for the unexpected defense: the sweet wafting odors of Platypus Pies have for long years since wiped out all sensory organs even remotely resembling smell from the Russian populace. "At least," Madame Edythe said, scornfully lining up the troops, "I don't have to put up with that pedestal crap from those foolish French lieerati. After all, they're rotten in bed."

IRAN (Turkish Government in Exile) (3 April 1907): .....escape to Poland (you call that escape!??) I rose from the ground and looked around me. All I could see were the ruins of the Ver Plug estate. All other objects were obscured by a dense fog that was coming down the valley, toward the rubble. Somewhere near me I heard a soft wheezing interrupted by a sound that resembled a stifled cackling laugh--either that or a hiccup.

"I shall slay you, William; I will, I will. You escaped me back there and now my dears are dead but I shall have you, oh yee, I shall!" rambled on the horrid voice that came from the fog. Something had escaped. Was it the Brooksoid? Was it Crazy Carol? Wae it the CRETIN himself?! I could not tell. My moment of relief vanished. I had to run again. I plunged into the thick fog moments before something came from the bushes near me and sprang where I had lain (laid? lied?...oh well.....)

I ran and ran until I came to the mouth of the valley. It was behind me but I was gaining some ground. Before me the sky suddenly cleared. I could see a town just a short distance away. I ran to the harbor, which was closest to me, not even looking back. Yet it was behind me, for I could hear it. I jumped on the first ship I saw and tried to find cover. It was the Polish Queen, out of Warsaw--which is sort of difficult in itself. I didn't know if it had followed me, but I did know that I was bound for Poland!

Next: In Drag on the Polish Queen, or "Ever See a Shopping Bag with Rhinestones?"

ON BOARD THE POLISH QUEEN (VIA COW PASTURES) (3 April 1907): William gazed about him to get his bearings on this strange ship. The fog had settled around the ship, creating an eerie semi-darkness. The ship was strangely silent, save for the creaking of a distant doorway. William wandered cautiously around, looking for some signs of life--anything to ease his mind that this was not a ghost ship that he was trapped on. Finally locating the bridge in the depths of the hull, he found that the ship was indeed being guided by an unseen hand. There was no Captain in sight. Frightened, William decided to retire to a stateroom where he could bar the door for the night. Locating a 4' x 5' stateroom on the superstructure, he closed the door, but, alas, there was no lock! And from the shadows he heard a walking, slowly, elowly, and a cackling, softly, softly. The voice had followed him on board and was now stalking William; William was trapped in the stateroom! Will Claud Opoopookowski come to William's rescue? Stay tuned for further developments in this exciting drama of phantom ships in the night and adventure on the High Polish Sea!

# INTO THE ARCHIVES NO. 61

We have another double feature this time. The first is by Allan B. Calhamer, the inventor of our hobby. He has an interesting idea on how to improve the Calhamer Point Count Rating List by taking into account each country's past performance. The second article is by Len Lakofka on the art of press releases. You may find it amusing!

## NORMALIZING THE CALHAMER POINT COUNT FOR COUNTRY STRENGTH by Allan B. Calhamer

From Hoosier Archives #104 we get the Calhamer Point Count for the different countries. Where each score is  $n$  and the highest  $n$  is 46.3, we determine the multiplier  $46.3/n$  for each country. Each player's score with each country (taken from Hoosier Archives #76, 88, 92, 94, 95, and 96) is multiplied by the multiplier for that country, and each player's score is then totalled.

Country	$n$	$46.3/n$
Russia	46.3	1.00
Turkey	39.7	1.17
England	35.6	1.30
Austria-Hungary	30.6	1.52
France	29.9	1.55
Italy	19.4	2.39
Germany	22.5	2.06

We have the scores broken down by country here, but rendering it with the large number of players would take so much space and time that we will confine ourselves to totals. The major surprise seems to be that Birsan does not pop up on top:

13.4 John Smytho	3.0 Charles Reinsel	1.2 Ron Delbringge
11.3 Edl Birsan	Banks Mebane	Jack Flemming
9.9 Andy Phillips	Lenard Lakofka	George Grayson
9.2 Eugene Prosnitz	2.8 Dan Barrows	Jack Greene
7.8 John Beshara	2.6 Walt Buchanan	George Inzer
7.7 Hal Naus	2.5 Rick Brooks	Robert Katzive
Jerry Pournelle	Don Berman	Kurt Krey
7.5 Doug Beyerlein	2.4 Margaret Gemignani	James MacKenzie
6.6 John Koning	Jim Munroe	David May
6.3 Thomas Eiler	Hank Reinhardt	Rich Rubin
6.1 Dave Lebling	Bob Rosenfeld	Chris Schleicher
5.7 Pete Rosamulia	Russell Tulp	1.0 Peter Ansoff
Lew Pulsipher	Bob Ward	Peggy Bowers
5.3 Larry St. Cyr	Mike Goldstein	Michael Grayn
Rod Walker	2.2 Charles Turner	Thomas Griffin
5.2 Charles Wells	Dave Johnston	Glen Hertz
4.9 Monte Zelazny	Bob Johnson	Jeff Key
4.7 Brenton Var Ploeg	2.1 Dave Lindsay	Bruce Kindig
4.6 Buddy Tretick	Ken Borecki	Bob Kinney
Randy Bytwerk	1.6 Gary Jones	Paul Leitch
4.5 Bud Pendergrass	Tom Rosenbaum	Eric Neilson
4.2 Charles Turner	Bob Strayer	Brad Payne
3.9 Mike Goldstein,	Colin Watson	Bruce Pelz
Derek Nelson	Charles Welsh	John Shutelock
James Dygert	1.5 Steve Bolker	Norman Zinkhan
3.8 Don Miller	Ed Halle	James Latimar
3.7 Jeff Power	Arnold Vagts	0.9 Jerry White
3.6 Larry Peery	1.3 Hugh Anderson	0.6 Russ Jones
3.5 Conrad von Metzke	Lee Childs	Robert Nudelman
Mehran Thomson	Allan Huff	Mark Tonnesen
3.4 John McCallum	Richard Miller	Ken Davidson
George Schelm	Harold Peck	Terry Kuch
Frank Clark	Jeff Wolfe	

0.5 Sid Cochran	0.4 Chris Wagner	0.3 Oktay Oztunali
Eric Just	Henry Krigsmann	0.2 Larry Justus
Chuck Carey	Jospeh Proskauer	Brian Bailey
0.4 Bud Stowe	0.3 O. L. De Witt	Sherry Heap
Fausto Calabria	Bruce Gletty	Ted Holcombe
Jim Pratt	Ken Levinson	Rich Purdy
Ken Valentine	Cliff Ollila	

Considerable time has been spent in trying to determine the best name for the unit in this system. Since a win with Russia equals 1.0, the Russia suggests itself. Historians have been unkind to Czarist officials generally, except Count Witte, who was perhaps the perfect diplomat at Portsmouth; the Nesselrode was also considered, largely because of Nesselrode pudding, although he also represented Russia at Vienna. Deciding, however, that nobody would want to say that he had a rating of 1.2 Nesselrodes, or 1.2 Petrograds (too cold), we fell back reluctantly upon the Alexander (Alexander I fathered the Holy Alliance and was the big man in Europe in 1815, but historians tend to ridicule him). At least 1.2 Alexanders doesn't sound so bad, except to historians. Of course if we leave Russia we can find lots of names, but perhaps they should be reserved for other uses. What do you think? Wittes? Alexanders? Russias? (Witte is pronounced "Vitta," by the way.)

# THE PRESS RELEASE, OR, WHO CAN I GET TO HATE ME TODAY? by Len Lakofka

Press releases are one of the absolute joys of this game! They really make it worth playing, and press release "wars" are the most fun of all.

The press is a place where you can unleash the Hemmingway, Sandburg, or Harvey Clutz that is penned (sorry about that) inside of you. When you begin in the game, it is a good idea to write some short press about captures of centers, wars, what an ass your enemy (ally) is, etc. It livens up the game a bit. When your enemy (ally) decides to reply to yours, then a "war" is on! You try to outwit him, kill off his characters and heroes while making yours into supermen.

There are other types of press, too. There is the popular figure satire in which you blast someone in government, show business, etc. for something they have done, a la Al Capp or National Lampoon. There is the "continuing story press release" in which you put together some kind of plot and carry it on from episode to episode ad nauseam.

Since no one has even accused me of being modest, I present, for your consideration, a humorous press release about a person you may know, who publishes a Diplomacy magazine. If you enjoy it, then consider what funny things you can write. Some poor slob is just begging to be cut up.....do it to your ally today.

(ticking packages will not be accepted)

Benard Labofkaville (21 February 1973): The Peers of Peerigrad: When Laurie Peerie was born, a star fell from heaven (the glue in the Royal Pleasure Dome didn't hold too well). On his tenth birthday, he slew his father, Peerless Pompous Peerie the 17th, and became PEERIE THE ONLY. Peerie Peerie Peerie (he changed his first name, and abolished the word sovereign--calling it Peerie, instead) then decreed that the capitol of Slobodnikoviski should be changed from PEERLESS' CAPITOL CITY to PEERIGRAD. He was so overjoyed with this change that he began to change all titles, names, nouns, verbs, adjectives, etc. to become Peeriwords, which went into the Peeribook (formerly dictionary). Entire volumes of encyclopedias became useless as they shrunk to containing but one thin leaf of from 20 to 60 words, while the "P" volume became 17,432 Peeripages long!

Peerie's next innovation occurred on his 17th birthday when he invented abbreviations or Peeripointing. Peeripointing caught on with the Peers of Peeriland, but it created havoc for the Peeripost, which had to deliver all of the Peeriprattle (formerly letters, postcards, magazines, newspapers, etc.). Peerie's address became Peerless, Peerie Peerie Peerie, Peerichamber, Peeriwing, Peeripalace, Peeriestate, Peerijavo, Peericountry, Peeriprovence, Peeriland--or Peer. to the twelfth! The Peers of Peeriland loved Peeripointing so much that entire books were written in Peeripoint, but since "Peer." was the Peeripoint for just about everything, life became confusing! People went to a store for Peerijuice and got a Peeriwagon, or asked for a Peeriloan at the Peeribank and

got shot by the Peeribankguard if they hiccuped! Even the national Peerianthem was kind of pointless.

(sing to the tune of Little Brown Jug.....)

Peer, Peer., Peer.;

Peer., and Peer.

Peer-less Peer, Peer, Peer, love Peer,

etc.

Everyone in Peeriland had Peeritis (acute buchial verbosity, coupled with diarrhoea of the mouth, a tendency toward sporadic breathing, and terminal name-drop-101s) after just one year of intense Peeripointing!

...and so as we leave Peeriland we see Peerless Peerie Peerie Peerie printing a letter from Norman Stinkin' Rackwell, complimenting Peerie on his Peerirag, and the John Farnsworth Nobody award for the first place in the Peerless Peerie Peerie Peerie Peeripointing contest, but not wanting to be included on its mailing list.

cc. PEERIPRATTLE, LB, 3330!

#### NEWS OF THE REALM

1. DIPLOMACY CENSUS. Ray Bowers (625 Evans, Kirkwood, Mo. 63122) has just come out with the 4th issue of this valuable service for the hobby. This time he has over 20 pages of names of postal players listed by state and country. Also listed with addresses are all current zines. For any serious Diplomacy player, this census is a must. Subs are only \$1.00/year.

2. CLAW & FANG. Don Horton (16 Jordan Court, Sacramento, Calif. 95826) still has game openings in one of the best new zines on the market today. Don publishes reliably on the 1st and 16th of every month, so if you want a fast game, this is the zine for you. Game fee is \$4.00 and subs are 8/\$1.00.

3. ALIEN SPACE. For all Star Trek fans, Louis Zocchi, (388 Montana, Victorville, Calif. 92392) can do you one better. Now after coming out with his Star Trek game, he has come out with Alien Space that is even better. Price is \$4.00. It looks like quite a buy.

4. SEVENTH DIPLOMACY COUNTRY! It has finally happened. By starting publication of Il Corriere Diplomatico, Enrico Manfredi (Via Vecchia di Barbaricina, 20, I-56100 Pisa, Italy) makes Italy the 7th country after the U.S., Canada, Great Britain, Belgium, South Africa and Australia to have a Diplomacy zine. Now I have a great idea for one of you publishers out there. How about a Founder's Game? The senior publisher from each country could play in an international game that would top all international games. Any takers? Incidentally, it is interesting to note that Michel Feron of Belgium now has a game going where a Frenchman, German and Austrian are playing their own countries.

5. ANDROMEDA CHRONICLE. Burt Labelle (Conrad Park #23, Biddleford, Me. 04005) has just put out the 2nd edition of this invaluable introduction for newcomers. It tells novices about the hobby in the same manner as Rod Walker's now-defunct Pontevedria. Although a copy of this zine is free, I'm sure Burt would appreciate a SSAE.

6. EVERYTHING. I can't tell you enough about what a valuable service to the hobby this statistics zine of Conrad von Metzke's (PO Box 8342, San Diego, Calif. 92102) has become. In my opinion, it may even surpass Numenor. Issue #7 has a complete history of all postal games started through 1970. From this you can discover all sorts of interesting things. For example, here is the number of games won by 1907 by country:

Year	England	France	Germany	Italy	Austria	Russia	Turkey
1905	-	-	-	1	1	-	-
1906	1	-	1	1	2	-	1
1907	3	2	2	-	1	12	4

Notice that although the interior countries tend to win less, when they do so, it is really a blitz. The one fact that really amazed me though was that although Russia has won by far the most games by 1907, none of them have occurred earlier than that. Maybe some theoretician out there has an explanation? Anyway, a sub for this invaluable



addition to your Dippy Library is only \$3.00/year.

7. DOOMFLICKIES. Duane Linstrom (1263 Pappani Drive, Gilroy, Calif. 95020) has just filled the 1st game in this up-and-coming new zine of his. To get in a game, all you have to do is post a \$1 position deposit, refundable if you don't drop out and maintain an 8/\$1 sub. Quite a buy!!

8. OUR FOUNDER. Allan B. Calhamer (501 N. Stone, La Grange Park, Ill. 60525) has Diplomacy sets available for \$8.95 postpaid. I'm also sure he would be happy to autograph the set for you if you asked him. So order now and get a collector's item!

9. JAMES MASSAR (127 N. Emmons Street., Dammore, N.Y. 12929) has just acquired a new ditto machine and the results are a beauty to behold. James' zine, " " (yes, that's right!) subs at \$2.50 a year. No games are open at the present time, but a position may be reserved for a \$1 fee and a \$3 returnable deposit.

10. YGGDRASILL CHRONICLE. Speaking of new machines, Paul Wood (24613 Harmon Court, St. Clair Shores, Mich. 48080) has received his long awaited new mimeo machine and the results are also quite impressive. Subs are 14/\$2.00 and although there are no game openings now, there soon will be. Write and inquire.

11. VISIT TO/FROM THE ARCHIVES. The past week has been quite eventful. Last week-end we hosted the 1st Diplomacy game in Indiana that was played entirely by postal veterans. Then we went on to Kansas City with Edi Birsan to visit Jeff Key. On our return Edi then spent a couple of days working in the archives on IDA's soon-to-be-completed Player Handbook. Anyway, you will get a complete report next issue. Also, by then I can refute Edi's and Chic Hilliker's no doubt biased reports!

12. DIPCON VI. For our cover this time you will notice that we are using a DIPCON VI flyer. This is not an event to miss. You will also note that we corrected the grievous error that Len Lakofka must have inadvertently let slip by the printers. Everyone of course knows that it is DIPCON and NOT DIPOCON!

#### A COUNTRY WINNER'S GAME

Speaking of a new game in Hoosier Archives, we got an interesting letter from Allan Calhamer a few months back that suggested a winner's game where the player played the country that he had won most often as. Due to the nature of the new game, it won't be possible to follow this criteria exactly, but it will be one of the factors taken into consideration if there is a favorable response on this. Anyway, Allan's comments follow:

Now that we have seen the Point Count ratings separated by country, the natural suggestion follows that somebody try to work up a game in which the top player of each position plays that position, as nearly as possible.

Thus, in most cases, the player would already have won at least twice with his country. Of course, due to the small sample, it is possible that someone would be the country leader without having actually won a hard-fought game, but these figures are about the best we have.

The "top board" is reckoned this way:

England	Prosnitz	3.0
Germany	Naus	1.5
Russia	Beyerlein	3.2
Turkey	Birsan	4.0
Austria	Birsan/Beyerlein	3.0
Italy	Smythe	2.0
France	Pulsipher	2.0

Possible subs could include these, all second-placers:

England	Goldstein, Lakofka, Ver Ploeg	2.0
Germany	M. Thompson, Walker	1.2
Russia	Turner	2.0
Turkey	Smythe	2.3
Austria	Phillips, Rosamilia, Smythe, Ver Ploeg	2.0
Italy	Several	1.0
France	Barrows	1.5

## WHO'S WHO IN POSTAL DIPLOMACY

This is the latest service project that Larry Peery is performing for the hobby. Many of you are interested in finding out more about our fellow enthusiasts in the hobby and Chic Hilliker even started a zine with this goal in mind. Now is your chance to get all this information in one place. I therefore strongly urge you to use a separate page and send the requested information on yourself to: Who's Who, IDS, Box 8436, San Diego, Calif. 92102. Larry will use this information to compile an offset booklet called "Who's Who in Postal Diplomacy." It will be available for \$1.00 postpaid after the 1st of April.

### A. VITAL STATISTICS

1. Name
2. Permanent Address
3. Mailing Address
4. Vital Statistics (birth date and place)
5. Occupation
6. Education
7. Marital Status

### B. PLAYING CAREER

8. Date began playing postal Diplomacy
9. Number of postal Diplomacy games started/completed
10. Boardman number and positions played in completed games
11. Boardman number and positions played in games won
12. Personal country preference list
13. Magazines played in
14. Articles written

### C. PUBLISHING CAREER

15. Date began publishing regular postal Diplomacy magazine(s)
16. Magazine(s) published
17. Type of Magazine
18. Frequency of publication
19. Number of pages in average issue
20. Circulation: low/high/average issue
21. Method of printing
22. Boardman number(s) of game(s) started/completed in magazine(s)
23. Features

### D. GAMESMASTERING CAREER

24. Date began gamesmastering regular postal Diplomacy game(s)
25. Gamesmaster of Boardman number games
26. Magazines games carried in
27. Personal or magazine house rules published in

### E. ORGANIZATION CAREER

28. Clubs, Organizations
29. Official positions held (dates)
30. Honors

INSTRUCTIONS: Answer the Questionnaire, wherever applicable, completely. Parts A and B should be filled out by everyone. Parts C, D, and E are optional.

Please check your answers for completeness and accuracy. Be especially careful with Boardman Numbers and magazine titles. We cannot check your answers so you are on the Honor System.

If a question does not apply, enter a N/A.

Please number all questions and answer them in order. You need not return this form, but please type, if possible, all answers.

For those not wishing to list all games played, or all articles, or whatever, please indicate by an ETC. that some information has been omitted in that section.

This form must be returned by April 1, 1973 for inclusion in the first edition. However, please do not wait until the deadline but return the form immediately. The address is listed above.



# Diplomacy

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Legend:

- Boundaries of provinces and bodies of water.
- National and Imperial boundaries.
- Provinces containing this symbol are supply centers.

Fathoms	Meters
10	18
20	37
30	55
40	73
50	91
60	109
70	128
80	146
90	164
100	182
110	201
120	219
130	237
140	255
150	273
160	291
170	310
180	328
190	346
200	364
210	382
220	400
230	418
240	436
250	454
260	472
270	490
280	508
290	526
300	544
310	562
320	580
330	598
340	616
350	634
360	652
370	670
380	688
390	706
400	724
410	742
420	760
430	778
440	796
450	814
460	832
470	850
480	868
490	886
500	904
510	922
520	940
530	958
540	976
550	994
560	1012
570	1030
580	1048
590	1066
600	1084
610	1102
620	1120
630	1138
640	1156
650	1174
660	1192
670	1210
680	1228
690	1246
700	1264
710	1282
720	1300
730	1318
740	1336
750	1354
760	1372
770	1390
780	1408
790	1426
800	1444
810	1462
820	1480
830	1498
840	1516
850	1534
860	1552
870	1570
880	1588
890	1606
900	1624
910	1642
920	1660
930	1678
940	1696
950	1714
960	1732
970	1750
980	1768
990	1786
1000	1804



**FOLLOW THE ACTION!**  
(The McCallum System of Notation)

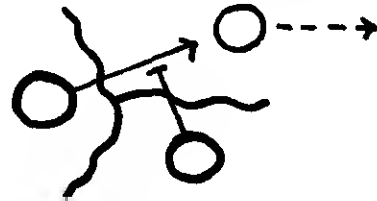
For ease in following the current demonstration game, a Diplomacy map is reproduced on the reverse side by permission of John Moot, the President of GRI. Incidentally, DIPLOMACY is a registered trademark for a game invented by Allan B. Calhamer and copyrighted by Games Research Inc., 48 Wareham Street, Boston, Mass. 02118. GRI sells the game for \$8 and the 1971 Rulebook for \$1.

To best follow the game and hopefully learn something from it, since it is being played and analyzed by experts, I would like to suggest to you the use of a recording system that was first proposed to me by John McCallum.

First of all, you will need seven crayons in the following colors: red (Austria), purple (England), blue (France), black (Germany), green (Italy), brown (Russia), and yellow (Turkey).

Now to use the McCallum system, you take this map, which is provided with each of the spring and fall seasons, and record the armies with a circle of the appropriate color and the fleets with a line. For the winter season, simply take the fall map and make square brackets around a unit built and round brackets around a unit removed.

Also, a good way to go from one season to another is to indicate an attack with an arrow and a support with a line and bar as illustrated. Additionally, an unsuccessful order or retreat can be indicated by a dotted line.



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**INFORMATION SOURCES AND/OR GAME OPENINGS**

The following persons publish Diplomacy 'zines that are especially recommended as sources of general information and/or occasional game openings:

1. Edi Birsan, 48-20 39th Street, Long Island City, N.Y. 11104
2. John Boardman, 234 East 19th Street, Brooklyn, N.Y. 11226
3. John Boyer, 117 Garland Drive, Carlisle, Pa. 17013
4. Burt Labelle, 146 Elm Street, Saco, Maine 04072
5. Len Lakofka, 4970 N. Marine Drive, Apt. 525, Chicago, Ill. 60640
6. John McCallum, PO Box 52, Ralston, Alberta, Canada T0J 2R0
7. Chris Schleicher, 5122 W. Carmen, Chicago, Ill. 60630
8. Brenton Ver Ploeg, 520 Parker, #202, San Francisco, Calif. 94118
9. Conrad von Metzke, Grendel Press, PO Box 8342, San Diego, Calif. 92102
10. Rod Walker, 4719 Felton, San Diego, Calif. 92116

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